TOMY TUTOR™

HOW TO PLAY

GET READY

Be sure your computer is hooked up correctly.
See your owner's manual for details.

- Insert **JUNGLER** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press ↓ twice, to make the finger point at "CARTRIDGE."
- Press RT.

OBJECT OF THE GAME

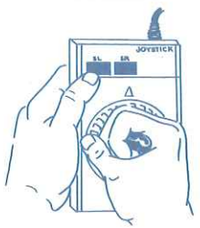
Control the white Jungler Worm so it can attack and destroy the red, yellow and green worms. Make the white worm get behind its enemies and shoot at them, knocking away one link at a time. Try to get them into the dead-end trap marked with the "X." Don't bump heads with red worms, and try not to let any worms shoot your tail. Eat a strawberry for extra points!

HOW TO START

- Press 1 or 2 on the keyboard to set the number of players.
- Press SL or SR on the *left* controller to set the skill level.
  - —SL is for the "Amateur" (easy) game.
  - —SR is for the "Pro" (hard) game.
- Wait for the worms to start crawling, then go get 'em!
  - —In 1-player games, use the *left* controller.
  - —In 2-player games, the player with the *left* controller has the first turn.

HOW TO USE THE CONTROLLERS

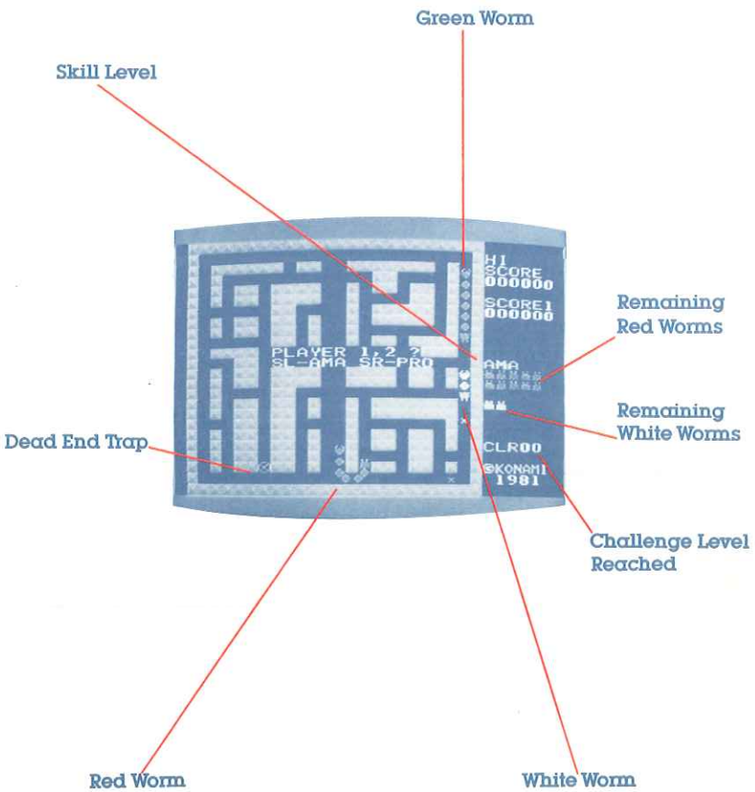
JOY CONTROLLERS



JOYSTICK CONTROLLERS

- Press Disk edge or move joystick in direction you want the white worm to go:
  left, right, up or down.
- To shoot at red, yellow or green worms, press SL or SR.
- For continuous firing, hold down SL or SR button.

PLAY ACTION



- You start with 3 white worms, one in the maze and two in reserve.
- Use controller to change the white worm's direction. Try to get *behind* a red worm, then shoot at its tail.
  - —When you hit a red worm's tail, it loses one link, and turns into a yellow worm.
  - —When you hit a yellow worm's tail, it loses a link and turns into a green worm.
- You can destroy yellow and green worms by shooting their heads or by colliding into them head-on.
- If you collide head-on into a red worm, you lose your white worm.
- If an enemy worm has turned yellow or green and your worm is shot, the enemy worm changes back into a stronger color.
- If an enemy worm runs into the dead-end trap, it cannot turn around. Get there fast and attack it, before it disappears!
- Every now and then, a strawberry appears somewhere in the maze. Get to it before it disappears, and you win extra points.
- When 10 red worms have been destroyed, you move up one Challenge Level, and everything moves faster. And your white worm is shorter!

SCORING

Each link of a red, yellow or green worm you destroy	60 points
Each worm head you shoot	500 points
Each strawberry your white worm eats	500 points

TO PLAY AGAIN

- When every player has lost all white worms, wait to see:
  GAME—OVER
  RT—KEY
- Press [RT], then wait for the computer to ask for the number of players in the next game. Press [1] or [2], then pick a skill level. Wait for the worms to start moving. Try to beat the HI SCORE!

90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

Tomy Corp., Home Computer Division, Repair Center
P.O. Box 6252, Carson, CA 90749

for repair or replacement at no charge. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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